

At every odd Godly Level, including 1, you are able to have maximum stats one higher (At Godly Level 1, your maximum is 21. At Godly Level 3, your maximum is 22. Etc). (At Godly Level 19+ and Barbarian/20, you have a maximum of 34 for Strength and Constitution, as it raises the maximum stat which is already 24 as a Level 20 Barbarian.)

At every Godly Level, you get a +1 to a stat.

(Note: A follower is someone who recognizes you as divine in nature, regardless of any other factors, and makes sacrifices to you. If the being in question recognizes you as a divine being, but doesn't make sacrifices to you, they count as only one-fifth of a follower. Thus, it is possible to be a powerful god without many followers.)

1. Level 1

a. Requirements

- i. 1,000 Followers.
- ii. A significant event that leads to your ascension. This might be stealing a powerful artifact, killing a dragon or fighting an army. You must do this alone, without any significant help. (It would be okay to have someone cast healing spells on you beforehand to bring you up to full health, but they can't cast spells on you to make you more powerful or help you in combat.) Whether or not an event is significant enough is up to the DM.
 1. Once a particular instance has been used to ascend to godhood, it cannot be done again. For example, you might not be able to ascend to godhood by killing a Golden or Red Dragon because that has already been done.
- iii. You must be at least Level 10. (While it is near impossible, it is possible for people level 10-16 to ascend to godhood. It just is incredibly rare because of how hard it is to ascend.)

b. Description

- i. This is the first level of Godhood. At this point, you are a Demigod. You have a personal Demiplane that you can go to that is the size of a small mansion. You are still able to be harmed, and killed, in combat and from magical diseases and poison, but you are able to change form at will and are immune to non-magical poisons and diseases.

c. Abilities

- i. You are immune to non-magical poison and disease, except those which might be decided by the DM to be related to the source of your ascension.
- ii. You may spend a minute focusing (which requires concentration) to change into another Humanoid form or Beast with a CR 1 or less.
- iii. You may spend a minute focusing (which requires concentration) to teleport to your personal demiplane, or back to where you teleported from. If the area you teleported from is filled, you are shunted into the closest appropriately sized space.

- iv. You are able to bring others into your Demiplane. You must spend ten minutes Concentrating, and doing no other actions. Once you finish, you create a 5 foot tall, 5 foot wide portal to your demiplane.
- v. Your demiplane can be any terrain you want, but doesn't come with precious materials in it.
- vi. You are still able to gain normal experience at this point to increase your character (non-godly) level. You may do this until Godly level 8, when you will be unable to increase your character level.

2. Level 2

- a. Requirements
 - i. 2,500 Devoted Followers.
- b. Description
 - i. Until Level 5 you are still a Demigod. However, you have gained power because you have more followers.
- c. Abilities
 - i. Your Demiplane is now the size of a small castle

3. Level 3

- a. Requirements
 - i. 15,000 Devoted Followers.
- b. Abilities
 - i. Your Demiplane is now the size of a medium castle, gain 25 to your maximum health.

4. Level 4

- a. Requirements
 - i. 20,000 Devoted Followers.
- b. Abilities
 - i. Your Demiplane is now the size of a large castle, gain 25 to your maximum health

5. Level 5

- a. Requirements
 - i. 25,000 Devoted Followers.
- b. Description
 - i. You are now a Minor God. You are unable to just manifest yourself on planes that aren't your home without an Avatar, but you are incredibly powerful compared to a Demigod. You might be pulling some strings to get higher ranked, or you might be working contentedly under a Major God's rule. You will continue to be a Minor God until level 15, at which you will ascend a third and final(?) time.
 - ii. You now rule over some aspect of the universe (A Divine Jurisdiction) and have some power over it. You must choose a Divine Jurisdiction related to either your personality or your Ascension. If there are many gods with the exact same Divine Jurisdiction, they have problems when interacting. This is why, when Major Gods help Demigods ascend, they try to keep the

newly-formed Minor Gods from laying the same claim and instead have them take similar Divine Jurisdictions (a God of Storms might want his subordinates to be gods of Lightning, Thunder, and Rain). Based off of your Divine Jurisdiction, choose a Domain. Clerics of your order are normally of that domain. (When Dionysus ascended he became the God of Wine, Insanity and Theatre, choosing those as his Divine Jurisdictions. Dionysus's Domain is Trickery.)

c. Abilities

- i. You are unable to visit any plane without an Avatar.
- ii. You are able to create an Avatar.
- iii. You now choose an aspect of the universe and add it to your godly portfolio. Write Level 1 next to it. You have partial control of that domain. Later, when you level up, you will gain the opportunity to get more Divine Jurisdictions. When you do this, you can either add another Level 1 Divine Jurisdiction to your Godly Portfolio. Instead of this, you may level up one of your Divine Jurisdictions to a level one higher.
 1. When two gods try to control the same area, they have a Charisma Skill Challenge. A god may add 5 to their roll for every level they have in a Divine Jurisdiction if the Divine Jurisdiction is relevant, such as a god of the sea controlling saltwater. If it is only partially relevant or if the Divine Jurisdiction is vague, they only get a +3, such as a god of a lake controlling saltwater.
- iv. Choose any Domains that would be relevant to your Divine Jurisdictions. Your Clerics are normally of that Domain.

6. Level 6

a. Requirements

- i. 50,000 Devoted Followers.

b. Abilities

- i. Gain 50 to your maximum health

7. Level 7

a. Requirements

- i. 100,000 Devoted Followers.

b. Abilities

- i. Gain 50 to your maximum health

8. Level 8

a. Requirements

- i. 250,000 Devoted Followers.

b. Abilities

- i. Gain 50 to your maximum health
- ii. You gain one more Divine Jurisdiction level.
- iii. You are no longer able to level up in normal classes.

9. Level 9

a. Requirements

- i. 500,000 Devoted Followers.
 - b. Abilities
 - i. Gain 100 to your maximum health
- 10. Level 10
 - a. Requirements
 - i. 1,000,000 Devoted Followers.
 - b. Abilities
 - i. Gain 250 to your maximum health
- 11. After Level 10, each level requires twice times as many followers
- 12. At level 11, you gain another Divine Jurisdiction level. You gain another at level 14, 17 and 20. Your DM may allow you to gain a Divine Jurisdiction level for reasons in your campaign. Similarly, your DM may change your Divine Jurisdictions based on your followers beliefs.
- Avatar
 - You must have at least 5 Godly Levels to create an Avatar. Below that, you just aren't powerful enough to make one. To make an Avatar, you must have one of two things done for you, which will be detailed below.
 - A creature with a CR, or levels, equal to or exceeding your Godly Levels must be sacrificed in your name. This allows you to use it as an Avatar with levels equal to the class levels you have divided by two plus your Godly Level divided by two. (Round down.) Use the stats of the creature sacrificed as a starting point and add your levels from there. (While you are controlling your Avatar like this, your effective Godly Level decreases by 3 and the level of your Divine Jurisdictions decreases by 1 (cannot be lowered below 1). You are able to leave the body and let it rot, but it takes 1d12 Necrotic damage every hour you don't inhabit it. If it ever hits zero hit points, it turns into dust.)
 - A creature must complete a complex and expensive ritual to draw your spirit towards them. When they are channeling your essence, they gain a number of levels equal to your Godly Level divided by three. You may communicate telepathically with your Avatar, as they keep control of their body. While you have an Avatar like this, your Godly Level and Divine Jurisdictions when in combat with other gods decreases by two (as super-powering a sentient being is much easier than inhabiting a dead one) (cannot be lowered below 2, unless the Jurisdiction is already below 2). You may take your power out of your Avatar at any point as long as it isn't being purposefully

impeded, however it takes one minute to leave your Avatar.

- When adding levels, the god may have the levels be of any class of their choice. (Take into account what the god would do though, as a god of healing is more likely than not to give levels in Cleric instead of Rogue or Warlock. Gods do not have the same level of free will that mortals do, and tend to have trouble deviating from their personality.)
- When applying levels, don't add any Proficiencies. Add Health, Hit Dice, and Class Abilities.
- Follow multiclass rules if you get the same ability from two different classes. If you have spellcasting levels above 20, treat the extra spellcasting levels as their own entity when calculating slots. (For example, let's say Greg has 16 levels in Cleric and 4 in Wizard, and is given 4 levels in Cleric. He calculates the slots a Level 20 Cleric has, then the slots a Level 4 Wizard has. He then adds those two together.)